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1 [A pluggable service-to-service communication mechanism for home multimedia networks](#)

Jin Nakazawa, Hideyuki Tokuda

December 2002 MULTI MEDIA '02: Proceedings of the tenth ACM international conference on Multimedia

Publisher: ACM

Full text available: [pdf\(436.61 KB\)](#) [Additional Information: full citation, abstract, references](#)

This paper proposes a pluggable service-to-service (S2S) communication mechanism in a middleware for home networks, called Virtual Networked Appliance (VNA) architecture. In the architecture, service description method and the plug-gable S2S communication ...

2 [A call for the home media network](#)

Gordon Bell, Jim Gemmell

July 2002 Communications of the ACM, Volume 45 Issue 7

Publisher: ACM

[Additional Information: full citation, abstract, references, cited by, index terms](#)
Full text available: [pdf\(283.51 KB\)](#) [html\(26.79 KB\)](#)

"The best way to predict the future is to invent it."---Alan Kay "...or at least posit a vision for others to build."---The authors

3 [Learning Bayesian network classifiers by maximizing conditional likelihood](#)

Daniel Grossman, Pedro Domingos

July 2004 IJML '04: Proceedings of the twenty-first international conference on Machine learning

Publisher: ACM

Full text available: [pdf\(187.23 KB\)](#) [Additional Information: full citation, abstract, references, cited by](#)

Bayesian networks are a powerful probabilistic representation, and their use for classification has received considerable attention. However, they tend to perform poorly when learned in the standard way. This is attributable to a mismatch between the ...

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4 [System management and automatic reconfiguration algorithms for in-home digital networks](#)

András Montvay

October 1999 MULTIMEDIA '99: Proceedings of the seventh international conference on Multimedia (Part 2)

Publisher: ACM

Full text available:  [pdf\(254.98 KB\)](#) Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)


Keywords: automatic reconfiguration, graph mapper, in-home digital network, system management

5 [InfoPoint: A Device that Provides a Uniform User Interface to Allow Appliances to Work Together over a Network](#)

Naohiko Kohtake, Jun Rekimoto, Yuichiro Anzai

January 2001 Personal and Ubiquitous Computing. Volume 5 Issue 4

Publisher: Springer-Verlag

Full text available:  [pdf\(563.67 KB\)](#) Additional Information: [full citation](#), [abstract](#), [cited by](#), [index terms](#)

This paper proposes a new hand-held device called "InfoPoint" that allows appliances to work together over a network. We have applied the idea of "drag-and-drop" operation as provided in the GUIs of PC and workstation desktop ...


6 [Multimedia room bridge adapter for seamless interoperability between heterogeneous home network devices](#)

Sung Ho Park, Myung Jin Lee, Soon Ju Kang

January 2008 MG '08: Proceedings of the 15th ACM Mardi Gras conference:

From lightweight mash-ups to lambda grids: Understanding the spectrum of distributed computing requirements, applications, tools, infrastructures, interoperability, and the incremental adoption of key capabilities

Publisher: ACM

Full text available:  [pdf\(349.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

A home network is a typical ubiquitous computing network that consists of various consumer devices and service environments. Home networks are requiring increasingly more complicated services, such as multimedia home theater and the monitoring and controlling ...


Keywords: distributed network, home network, multimedia room bridge adapter, seamless interoperability

7 [Engineering component-based net-centric systems for embedded applications](#)

Jens H. Jahnke

September 2001 ESEC/ FSE-9: Proceedings of the 8th European software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering

Publisher: ACM

Full text available:  [pdf\(1.39 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The omnipresence of the Internet and the World Wide Web (Web) via

phone lines, cable-TV, power lines, and wireless RF devices has created an inexpensive media for telemonitoring and remotely controlling distributed electronic appliances. The great variety ...

Keywords: SDL, component-oriented development, embedded software, network-centric computing

8 ITV handbook: technologies & standards



Eddie Schwalb

April 2004 Computers in Entertainment (CIE). Volume 2 Issue 2

Publisher: ACM

Full text available: [pdf\(335.60 KB\)](#) **Additional Information:** [full citation](#), [abstract](#), [index terms](#)

Interactive television (ITV) is an evolutionary merging of digital TV and the internet. ITV technology offers new powerful ways for consumers to interact with content and service providers. In Europe, ITV has gained significant traction during the turn ...

Keywords: QuickTime, avi, broadcast, compression, digital tv, gif, interactive tv, internet, media streaming, mp3, network file system, zip

9 Engineering component-based net-centric systems for embedded applications



Jens H. Jahnke

September 2001 ACM SIGSOFT Software Engineering Notes. Volume 26 Issue 5

Publisher: ACM

Full text available: [pdf\(1.39 MB\)](#) **Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The omnipresence of the Internet and the World Wide Web (Web) via phone lines, cable-TV, power lines, and wireless RF devices has created an inexpensive media for telemonitoring and remotely controlling distributed electronic appliances. The great variety ...

Keywords: SDL, component-oriented development, embedded software, network-centric computing

10 Networked appliances in home entertainment

Madjid Merabti

December 2006 CyberGames '06: Proceedings of the 2006 international conference on Game research and development



Publisher: Murdoch University

Full text available: [pdf\(577.30 KB\)](#) **Additional Information:** [full citation](#), [abstract](#), [references](#), [index terms](#)

In recent years, advances in multimedia applications, services and intelligent networked appliances have been making ubiquitous home environments a reality. As broadband becomes part of our household infrastructure, in the same way we receive water, ...


Keywords: dynamic service composition, home networking, interoperability, multimedia services, networked appliances, service descriptions, ubiquitous computing

11 Supporting service discovery, querying and interaction in ubiquitous computing environments

-  Adrian Friday, Nigel Davies, Elaine Catterall
May 2001 MobiDe '01: Proceedings of the 2nd ACM international workshop
on Data engineering for wireless and mobile access
Publisher: ACM
Full text available:  pdf(60.62 KB) Additional Information: full citation, abstract, references,
cited by, index terms

Future computing environments will consist of a wide range of network based appliances, applications and services interconnected using both wired and wireless networks. In order to encourage the development of applications in such environments and remove ...


Keywords: Mobile and ubiquitous computing, middleware, service discovery, service interaction

- 12 Hiding complexity and heterogeneity of the physical world in smart living environments
 Thierry Bodhuin, Gerardo Canfora, Rosa Preziosi, Maria Tortorella
April 2006 SAC '06: Proceedings of the 2006 ACM symposium on Applied computing
Publisher: ACM

Full text available:  pdf(290.47 KB) Additional Information: full citation, abstract,
references, index terms


Continuous technological advances lead to computerize all the electronic devices and connect them in a network, so that in the future physical and virtual worlds will be integrated and interoperate each other at the point that browsing the reality will ...


Keywords: coordination mechanisms, devices virtualization, entity description graph, physical concepts, virtual world

- 13 Component-based development of Web-enabled eHome services
Michael Kirchhof, Sebastian Linz
September 2005 Personal and Ubiquitous Computing, Volume 9 Issue 5
Publisher: Springer-Verlag
Full text available:  pdf(393.63 KB) Additional Information: full citation, abstract

In this paper we will take a look at the inside of connected homes, which build up complex IT systems. The building blocks of such systems are electronic devices, networks, and services, which empower the user to interact with his environment. ...

Keywords: Component-based development, OSGi, PowerArchitecture, Software engineering, eHome

- 14 Experiences with building middleware for audio and visual networked home appliances on commodity software
 Tatsuo Nakajima
December 2002 MULTIMEDIA '02: Proceedings of the tenth ACM international conference on Multimedia
Publisher: ACM

Full text available:  pdf(730.82 KB) Additional Information: full citation, abstract,
references, cited by


In this paper, we describe our currently ongoing work to build distributed middleware for networked audio and visual home appliances, which is executed on commodity software. The current prototype has adopted HAVi(Home Audio/Video Interoperability) as ...

15 Parallel state space construction for model-checking

Hubert Garavel, Radu Mateescu, Irina Smarandache


May 2001 SPIN '01: Proceedings of the 8th international SPIN workshop on
Model checking of software

Publisher: Springer-Verlag New York, Inc.

Full text available:  pdf(206.13 KB) Additional Information: full citation, abstract,
references, cited by

The verification of concurrent finite-state systems by model-checking often requires to generate (a large part of) the state space of the system under analysis. Because of the state explosion problem, this may be a resource-consuming operation, both ...

Keywords: LOTOS, distributed algorithms, labeled transition system, model-checking, state space construction, verification

16 Position paper: the role of platforms and operating systems in supporting home networks Nigel Davies, Pierre-Guillaume Raverdy


September 2000 EW 9: Proceedings of the 9th workshop on ACM SIGOPS

European workshop: beyond the PC: new challenges for the
operating system

Publisher: ACM

Full text available:  pdf(37.75 KB) Additional Information: full citation, abstract, references

As researchers look beyond the PC there is increasing interest in developing and deploying sophisticated home networks. Such networks might allow the seamless integration of information and services produced both within the home and externally, enabling ...

17 Multimedia middleware for the future home Reinhard Balzer, Christian Gran, Angela Scheller, Andreas ZisowskyOctober 2001 M3W: Proceedings of the 2001 international workshop on
Multimedia middleware

Publisher: ACM

Full text available:  pdf(730.19 KB) Additional Information: full citation, abstract,
references, index terms

Applications which are intended for the home of the future require a common multimedia middleware which takes the particular requirements of residential environments into account. HAVI is a potential candidate for such a middleware. It aims to handle ...


Keywords: home networking, multimedia middleware

18 Pervasive Servers: A framework for creating a society of appliances

Tatsuo Nakajima

July 2003 Personal and Ubiquitous Computing, Volume 7 Issue 3-4

Publisher: Springer-Verlag

Full text available:  pdf(352.36 KB) Additional Information: full citation, abstract, index
terms

The paper proposes a framework to support spontaneous interaction among information appliances in our daily computing environments by creating a society of appliances. Our framework, that we call Pervasive Servers, embeds micro-servers called stationary ...

Keywords: Appliances, Software infrastructure, Spontaneous interaction

- 19 [Inventing the networked home: Sun, 3 Com, and other companies share their visions of the future at CES](#)



Brent Butterworth

March 2000 *netWorker*, Volume 4 Issue 1

Publisher: ACM

Full text available: pdf (1.56 MB) html (17.13 KB)

Additional Information: [full citation](#),
[index terms](#)

- 20 [Using mobile code to create ubiquitous augmented reality](#)

Kari J. Kangas, Juha Rönning

March 2002 *Wireless Networks*, Volume 8 Issue 2/3

Publisher: Kluwer Academic Publishers

Full text available: pdf (239.77 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

Augmented reality systems supplement reality by adding virtual objects into a real-world view. In this article, we describe a flexible mobile code approach for implementing ubiquitous, active, and mobile augmented reality systems. We will concentrate ...

Keywords: augmented reality, mobile code, mobile computing, ubiquitous computing

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